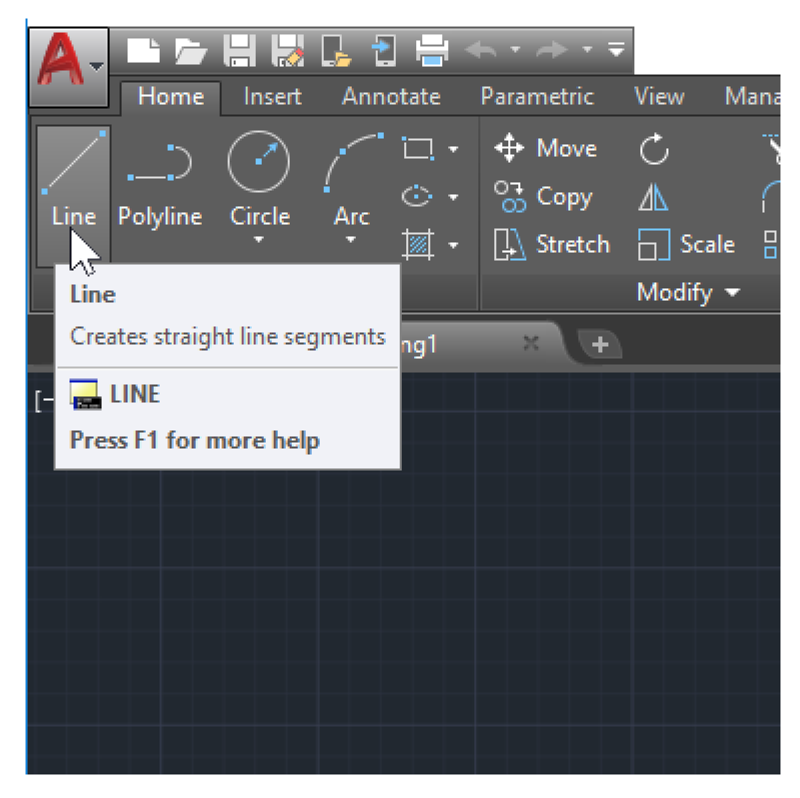
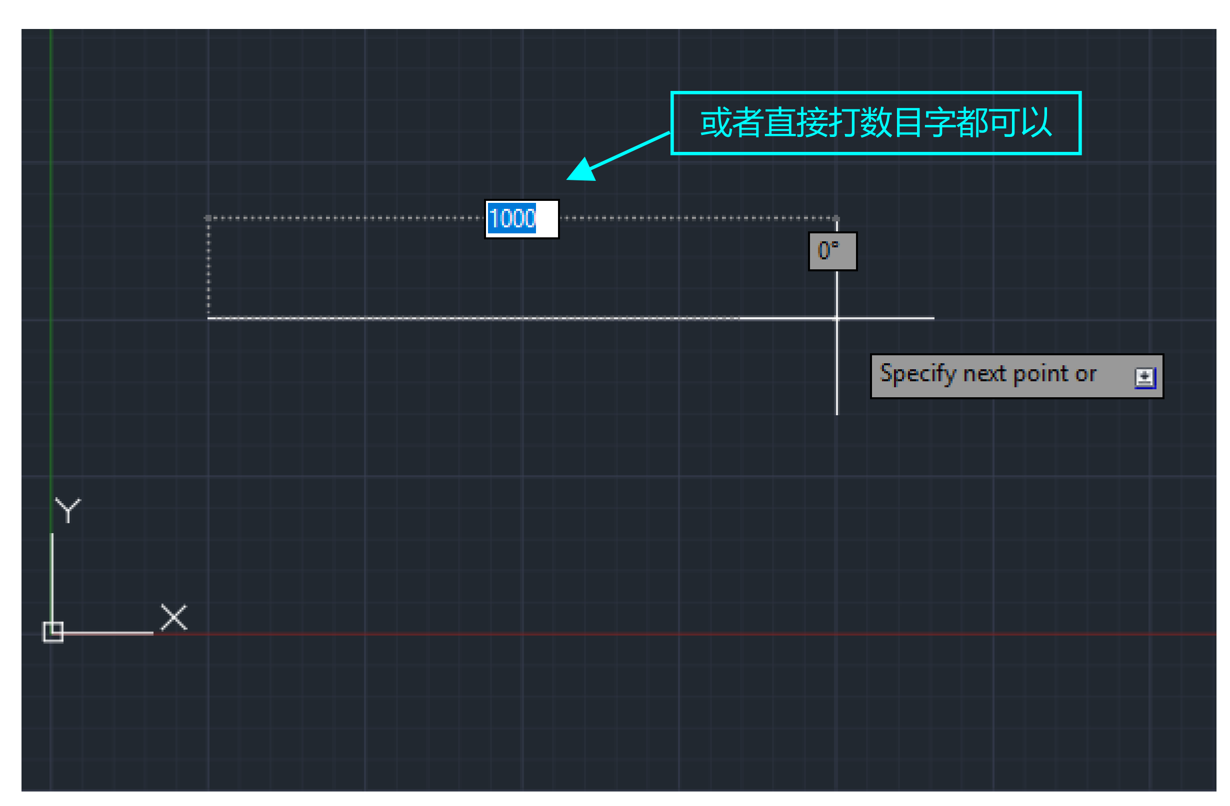
AutoCAD 笔记

如何在 AutoCAD 创建线条

直接用滑鼠左键 “Line” 就可以了

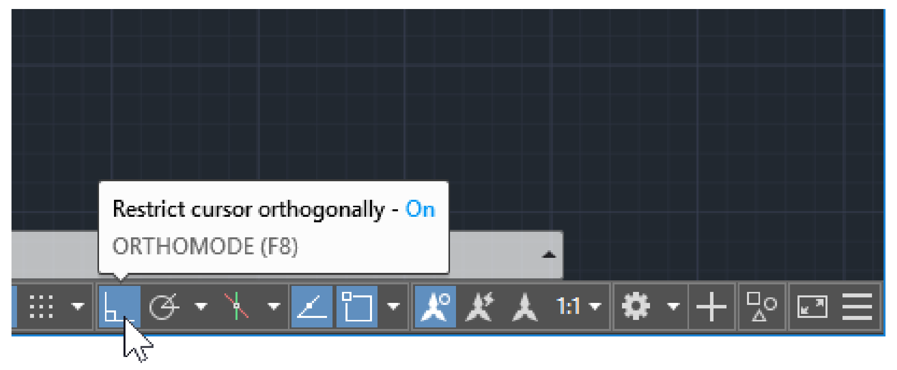


从你想要的地方，拉一条直线到你想要的地方，就可以了

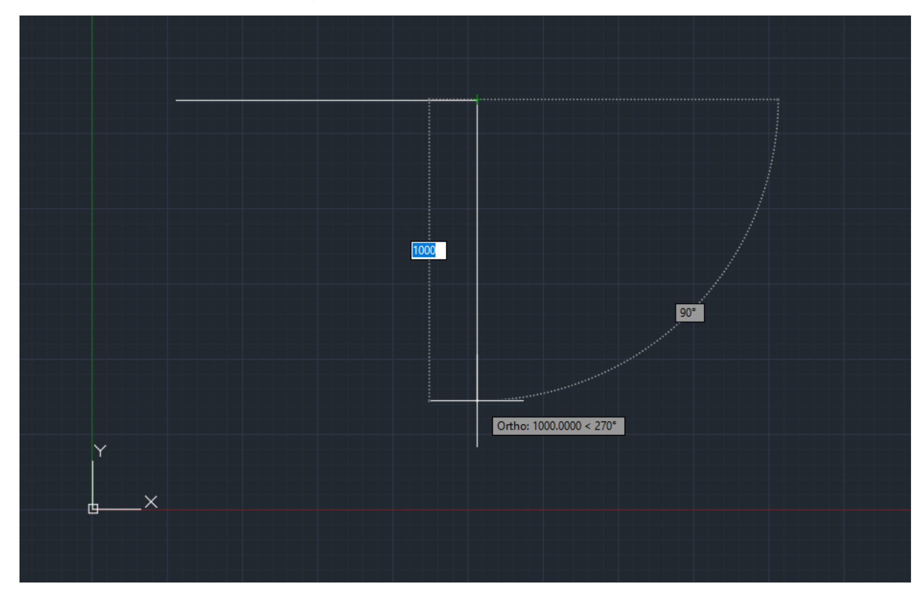


如何创建直角 90°，180° 和 270°

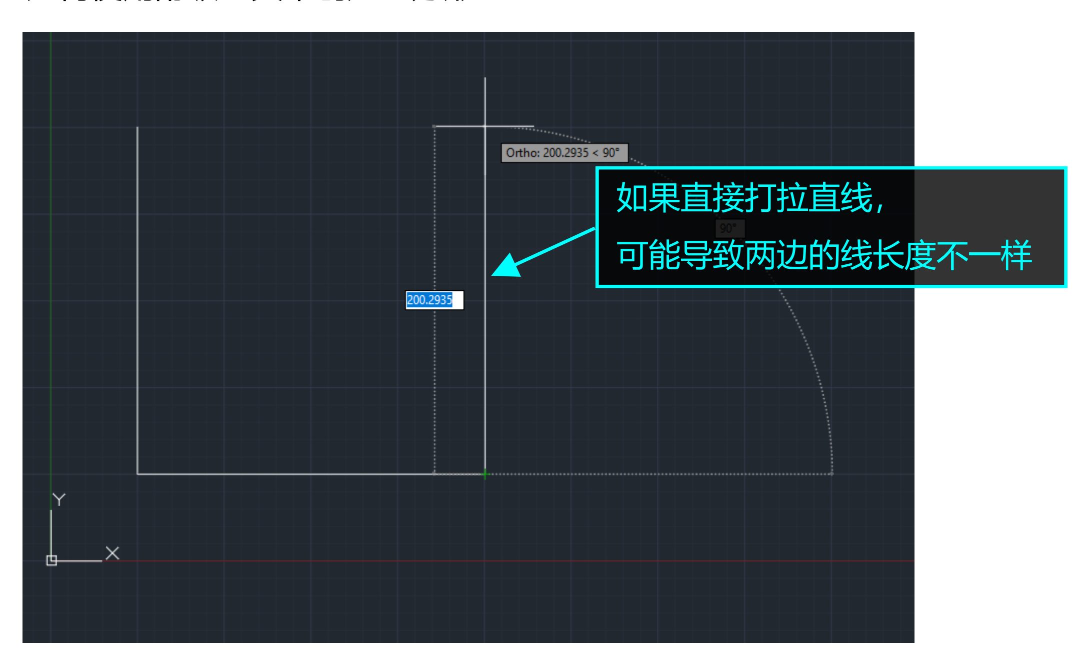
滑鼠左键按 Orthomode (或按 F8)



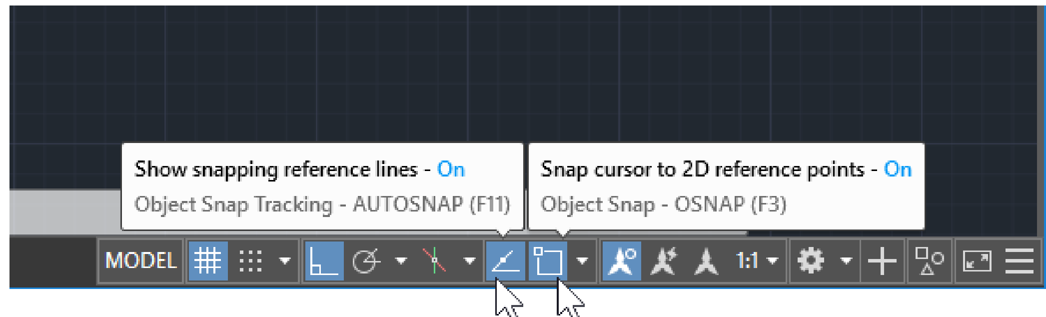
接下来创建的线肯定是直线或横线



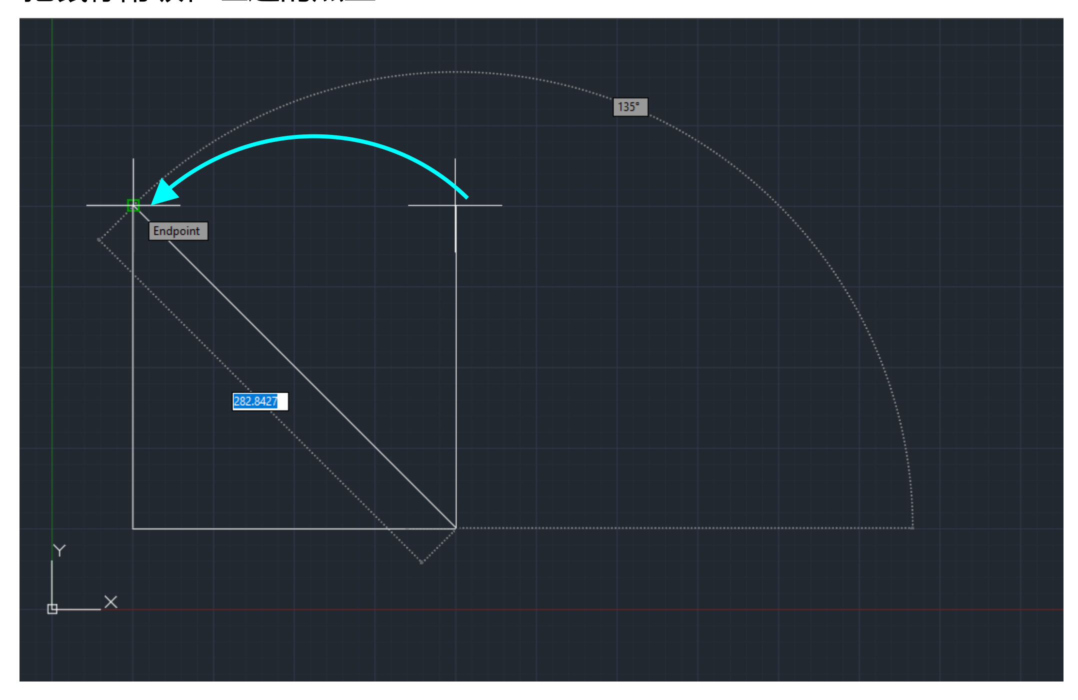
如何使用附吸工具来创建正方形



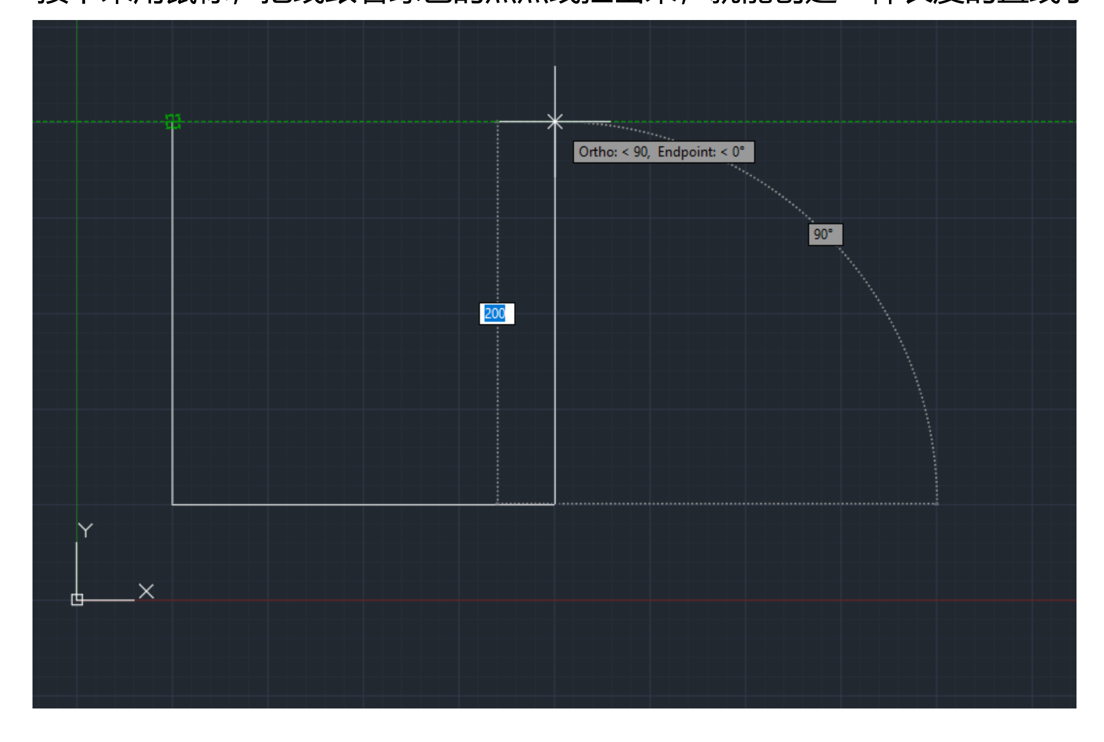
用滑鼠左键按下这两个“Object Snap Tracking” 和“Object Snap”



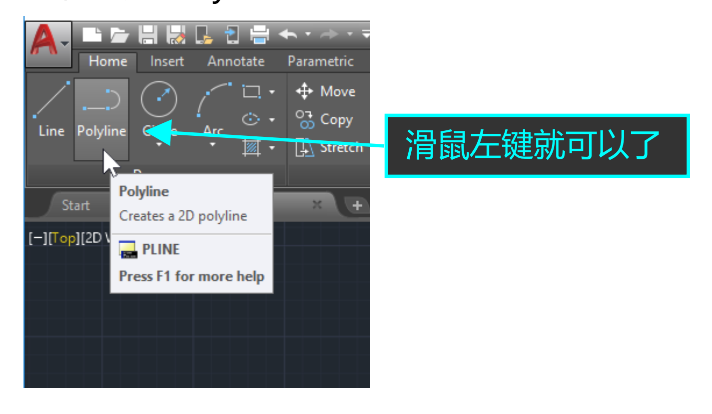
把鼠标附吸在左边的点上



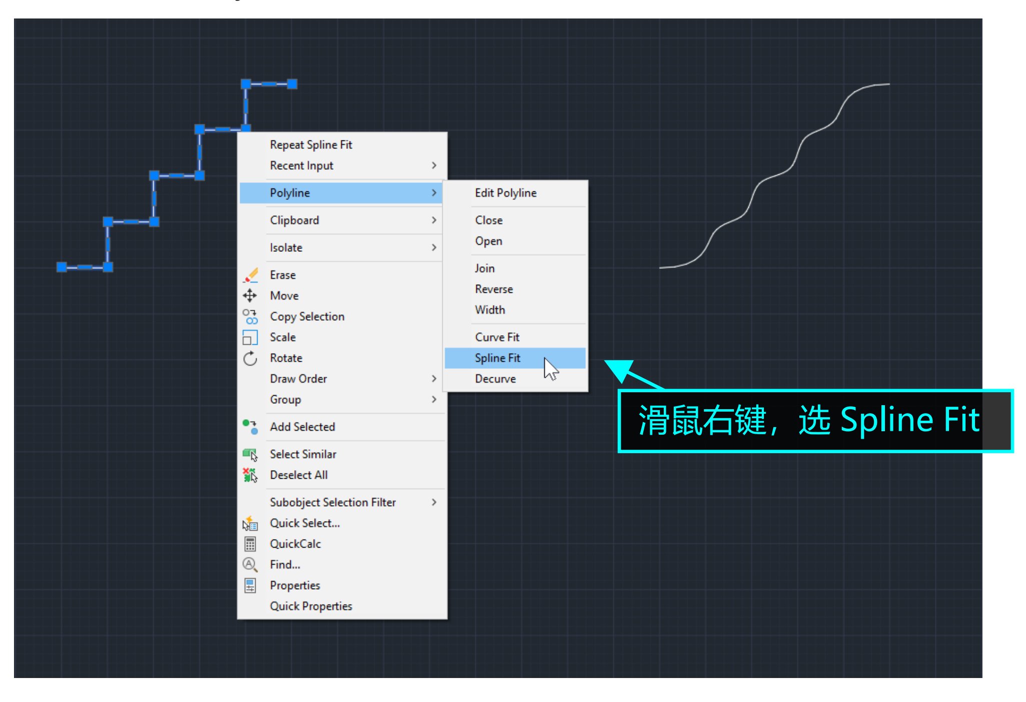
接下来用鼠标，把线跟着绿色的点点线拉出来，就能创建一样长度的直线了

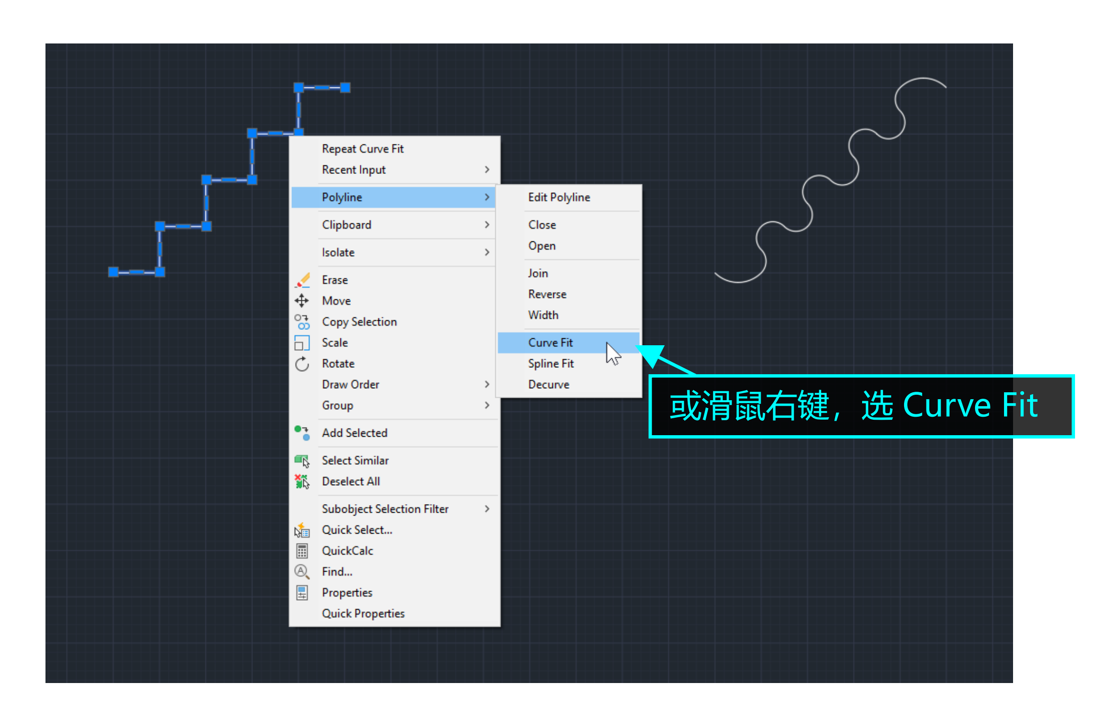


如何创建 Polyline

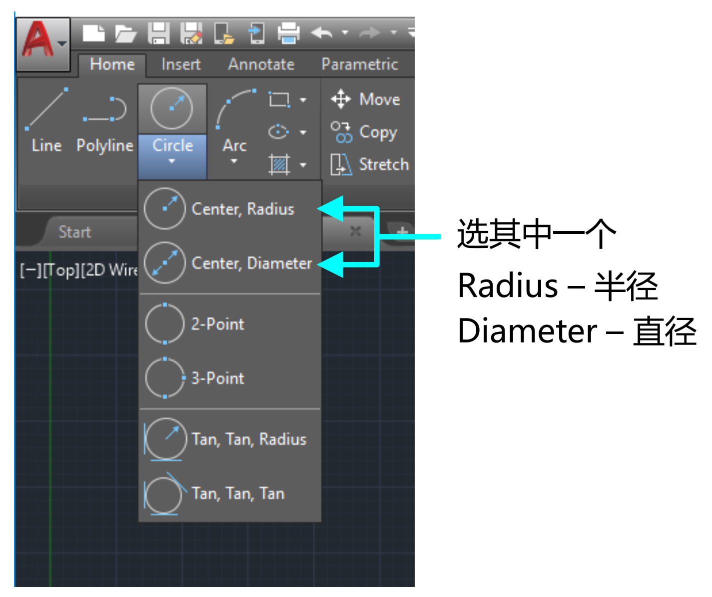


除了可以用 Polyline 来画直线，也可以用来画曲线

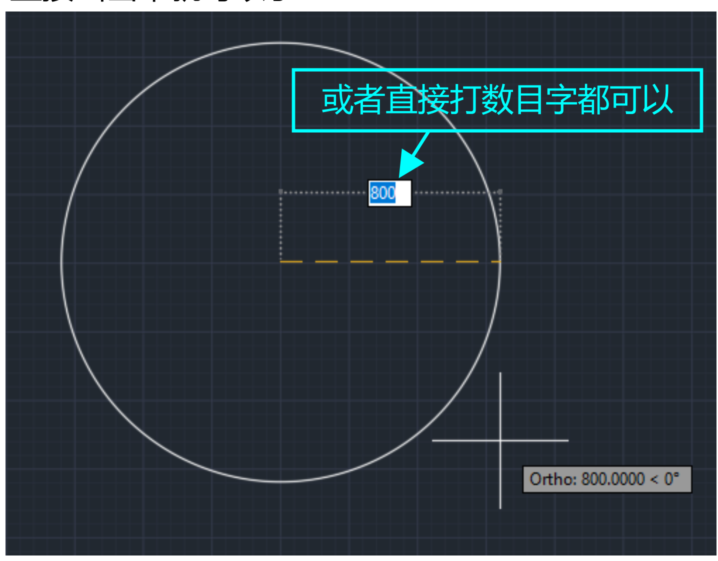




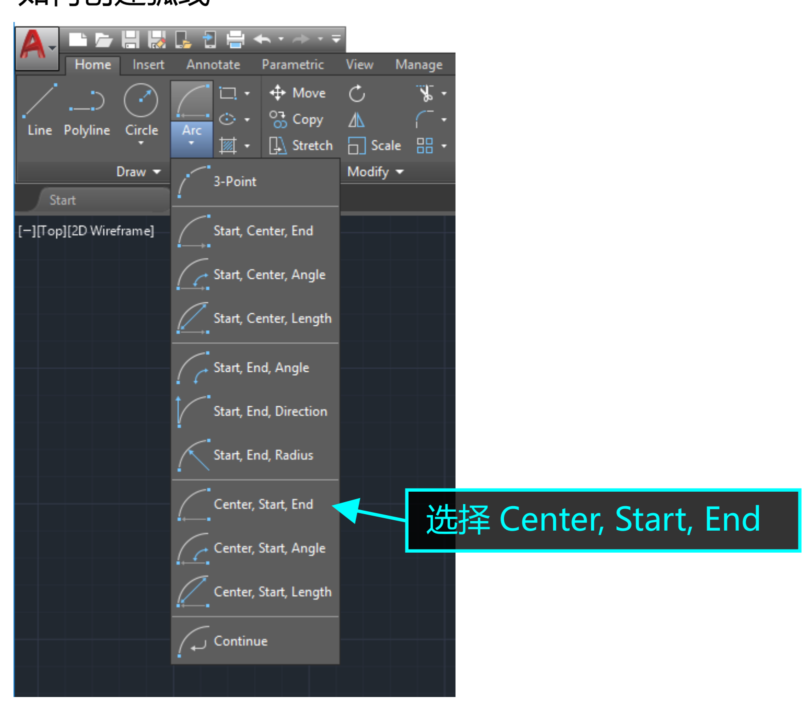
如何创建 Circle



直接画出来就可以了



如何创建弧线



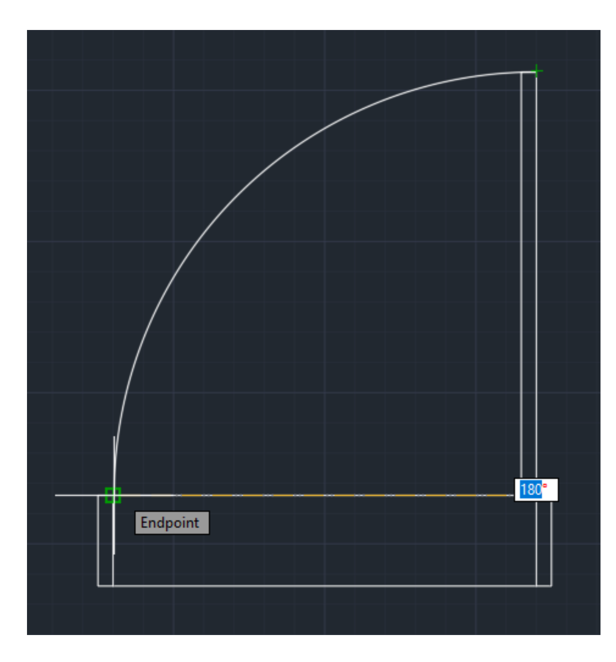
第二点:半径长度

Endpoint

180°

第三点:终点

第一点: 中心点



运用同样的道理来自制作门

如何创建形状

Home Insert Annotate Parametric

Line Polyline Circle Arc Move Rectangle Polygon

Draw

Start Drawing1

[−][Top][2D Wireframe]

Rectangle: 可以创建四方形，正方形和长方形

Polygon: 可以创建多角形状，如三角形，五边形等

Home Insert Annotate Parametric

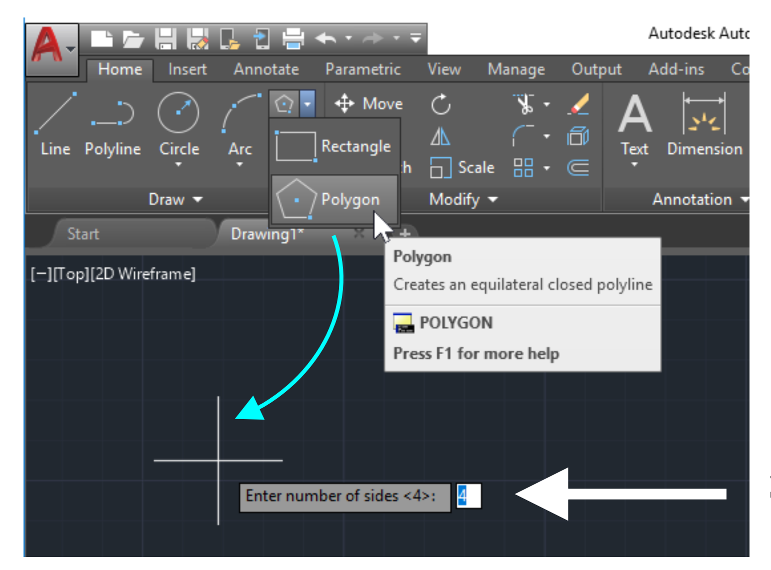
Line Polyline Circle Arc Move Rectangle Polygon

Draw

Start Drawing1

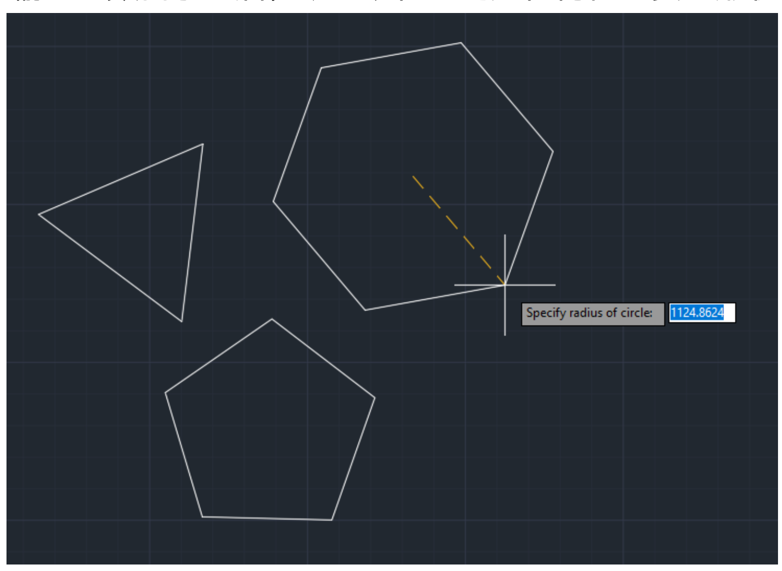
[−][Top][2D Wireframe]

就只能够创建四方形，正方形和长方形而已

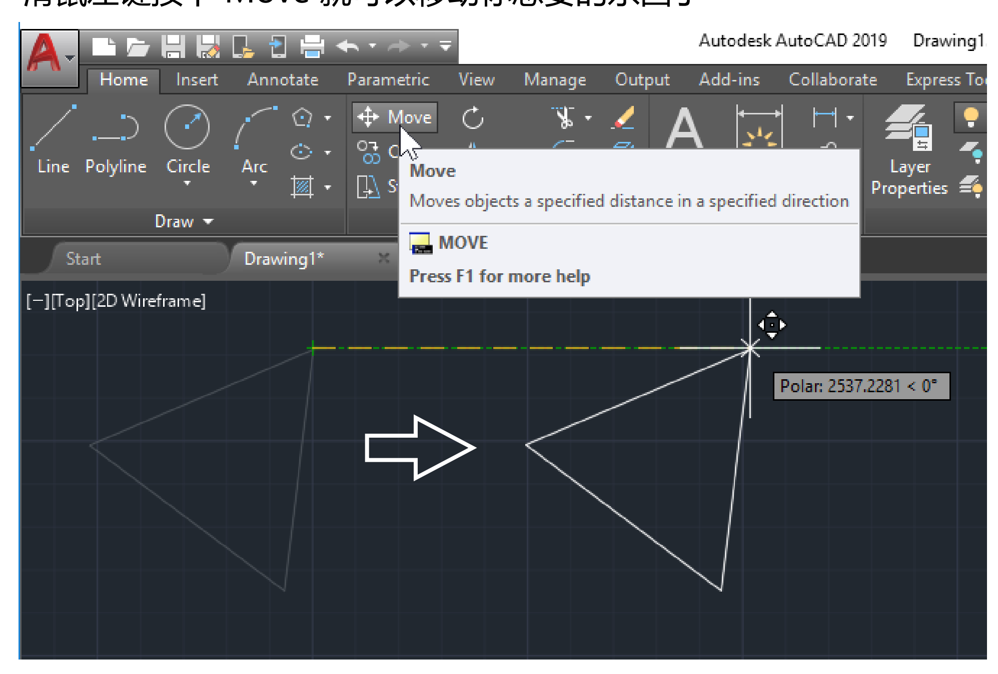


当你滑鼠左键按下 Polygon 之后，
它就会问你要创建多少边的形状

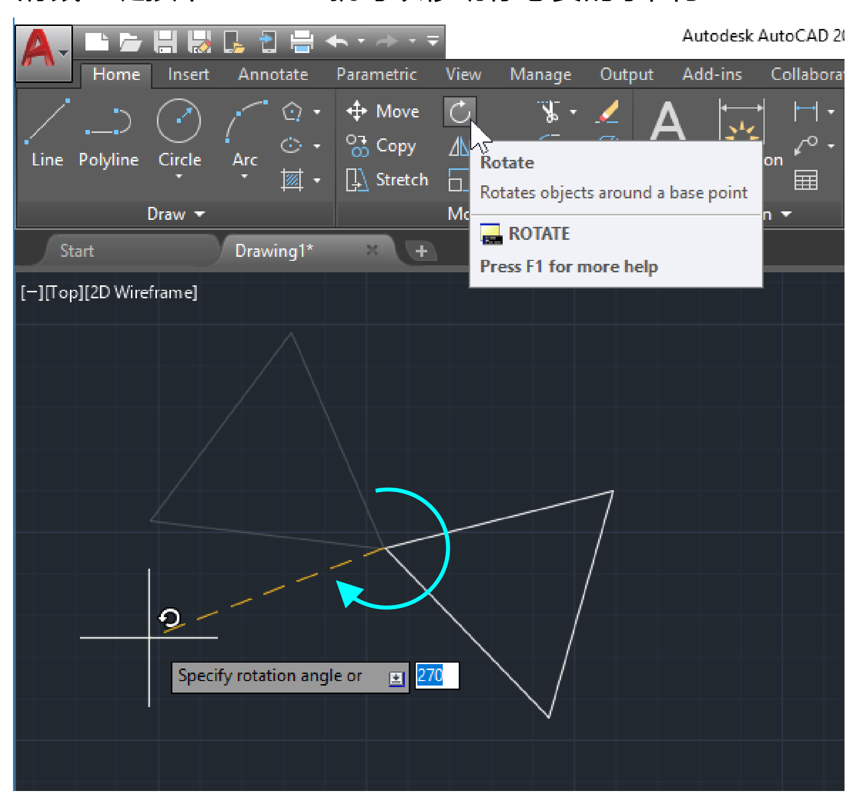
输入了数目字之后，就可以任意创建任何你想要的形状



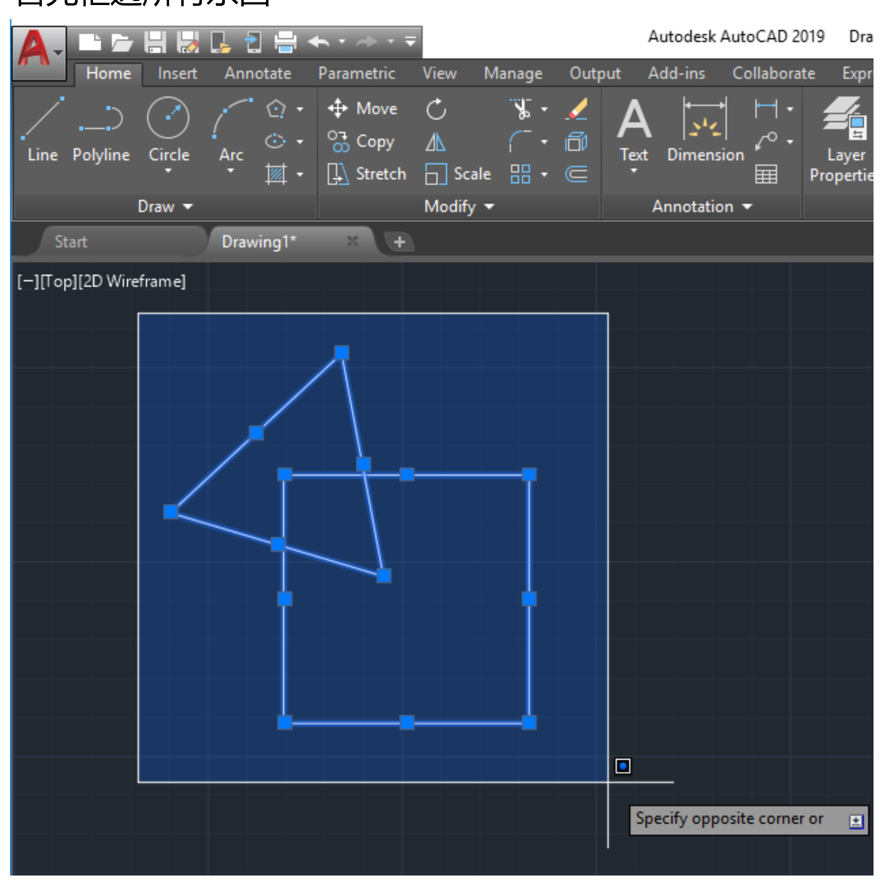
如何移动物品
滑鼠左键按下 Move 就可以移动你想要的东西了



如何旋转物品
滑鼠左键按下 Rotate 就可以移动你想要的东西了



如何修剪多余的线
首先框选所有东西



接下来按下 Trim 就可以修剪了

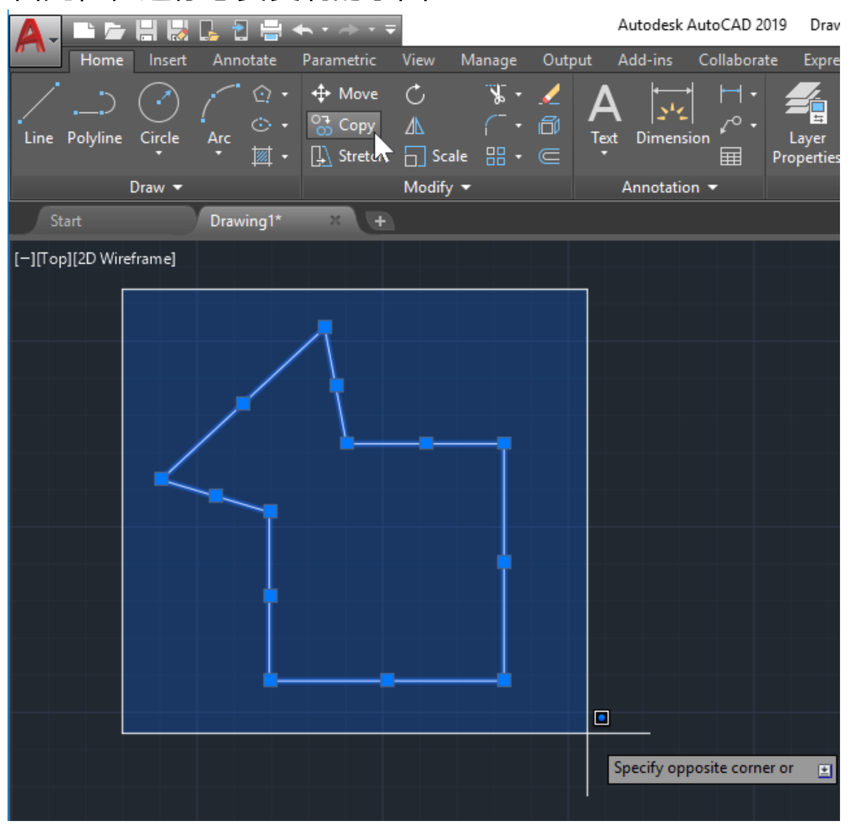
接下来按下 Trim 就可以修剪了

修剪了好了

如何复制东西

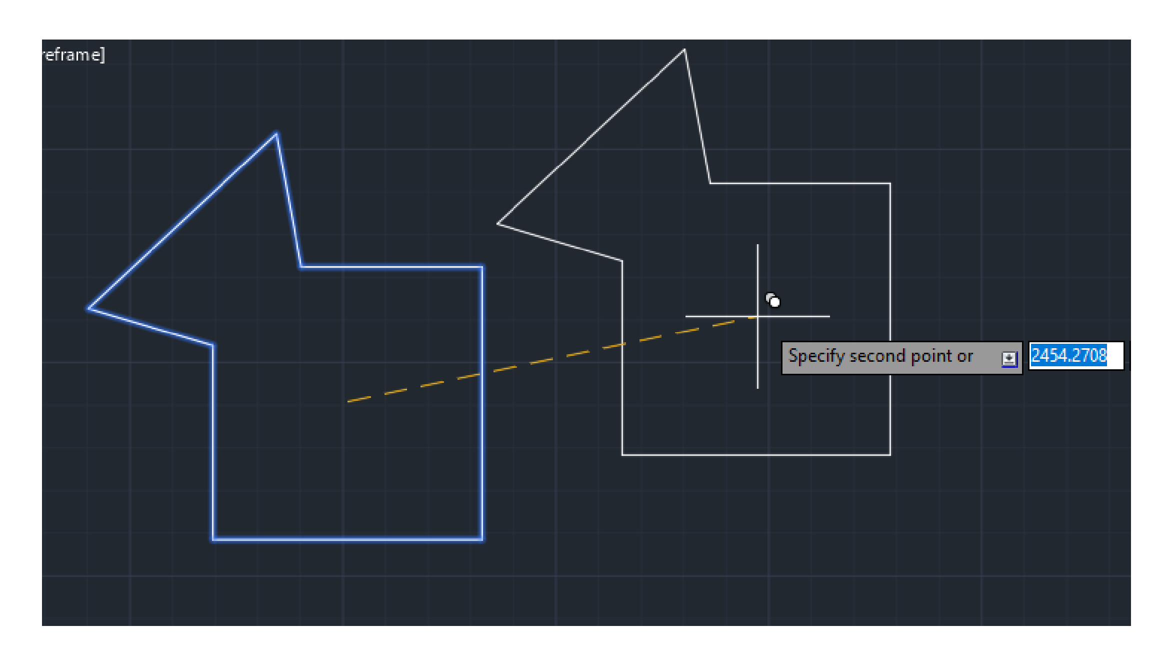
我们除了可以用 Ctrl + C 和 Ctrl + V，也有其他方式来复制东西

首先，框选你想要复制的东西

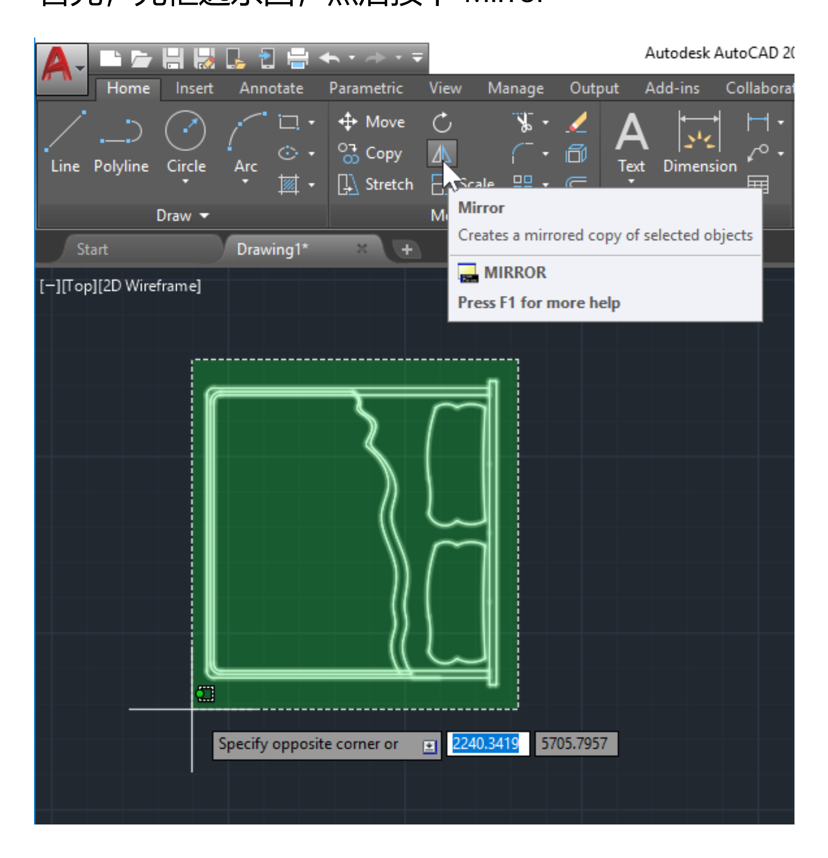


接下来用左键按一下 (可以的话，按在中心点)

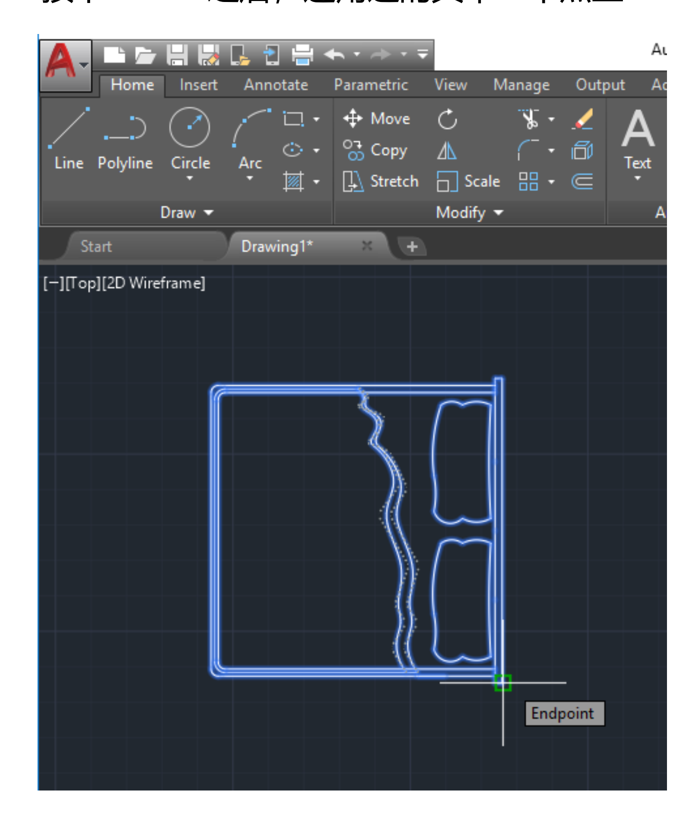
之后滑鼠移到另一个地方，滑鼠左键就可以粘 (Paste)



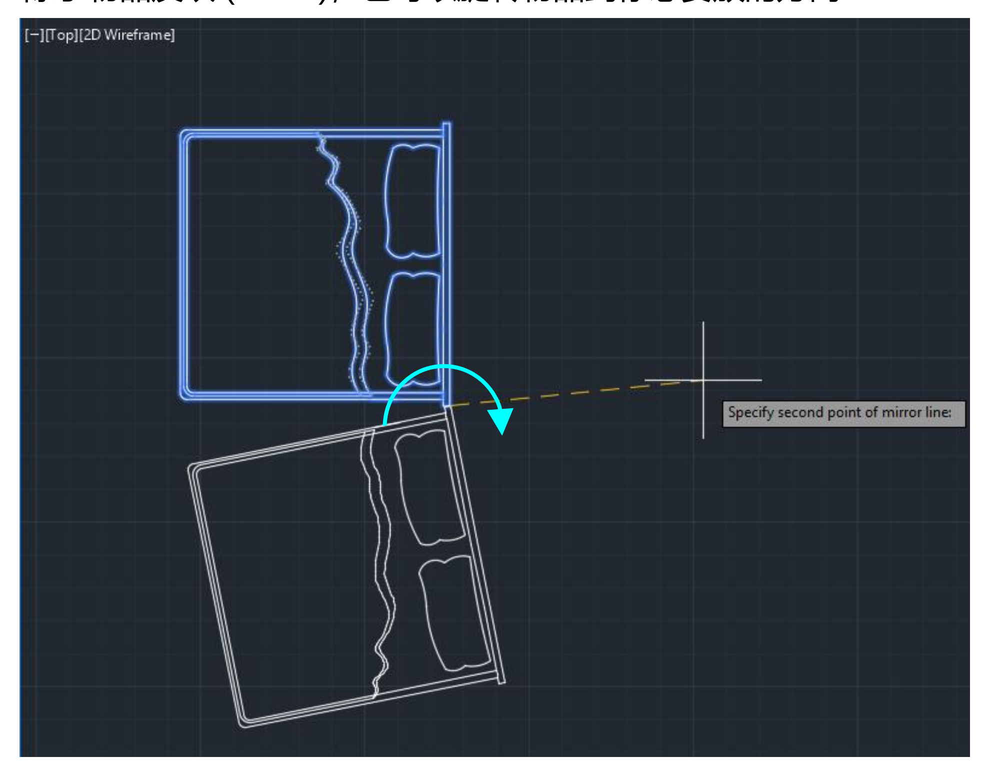
如何把某个物品反映 (mirror)
首先，先框选东西，然后按下 Mirror



按下 Mirror 之后，选角边的其中一个点上

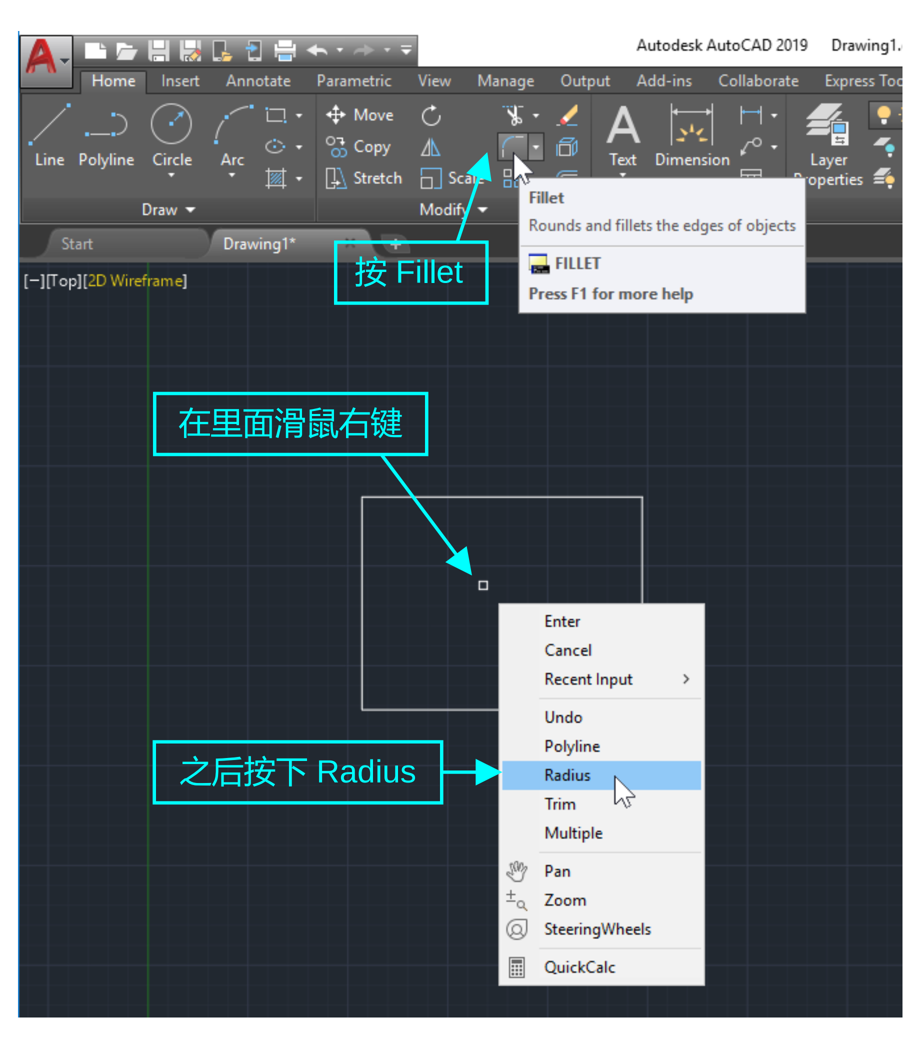


除了物品反映 (mirror)，也可以旋转物品到你想要放的方向

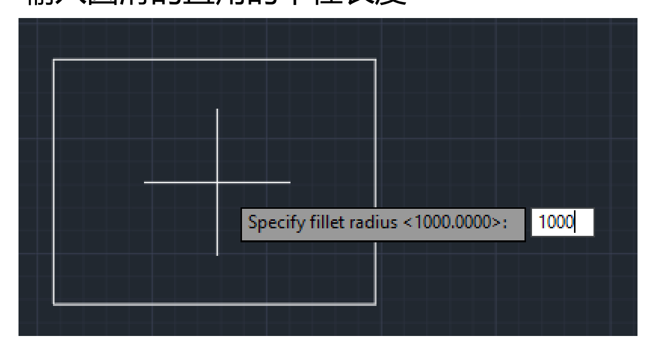


如何圆滑直角 (Fillet)

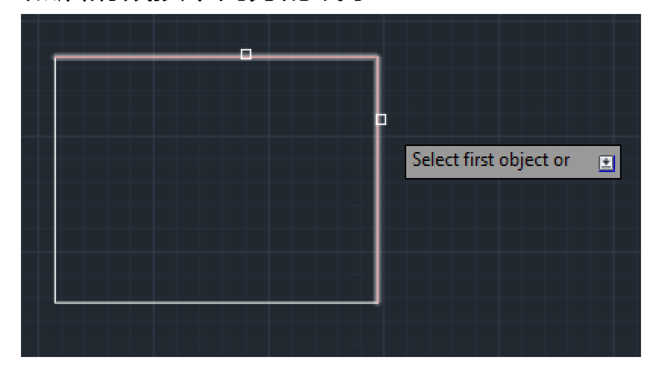
首先，先创建一个四方形，然后滑鼠左键按下 Fillet



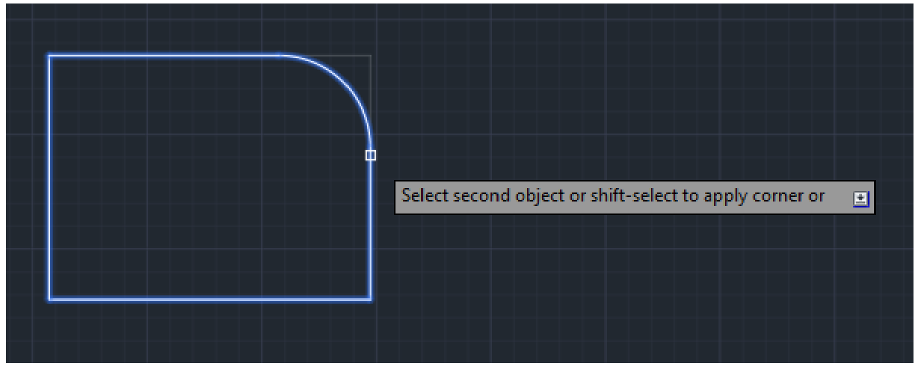
输入圆滑的直角的半径长度



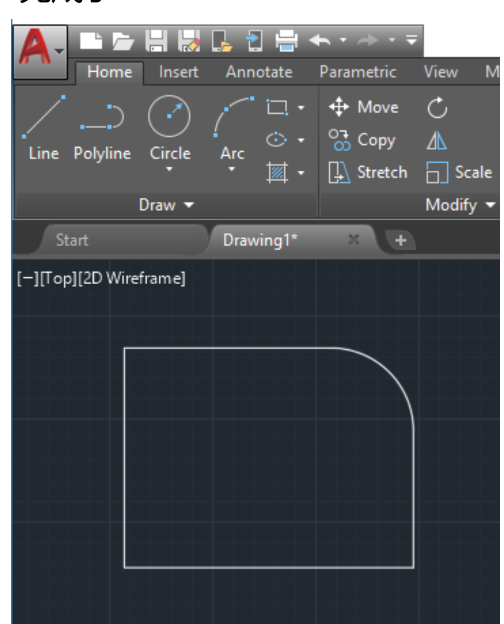
然后滑鼠按下两旁的线条



当滑鼠移到第二条线时，直角就变成圆滑了

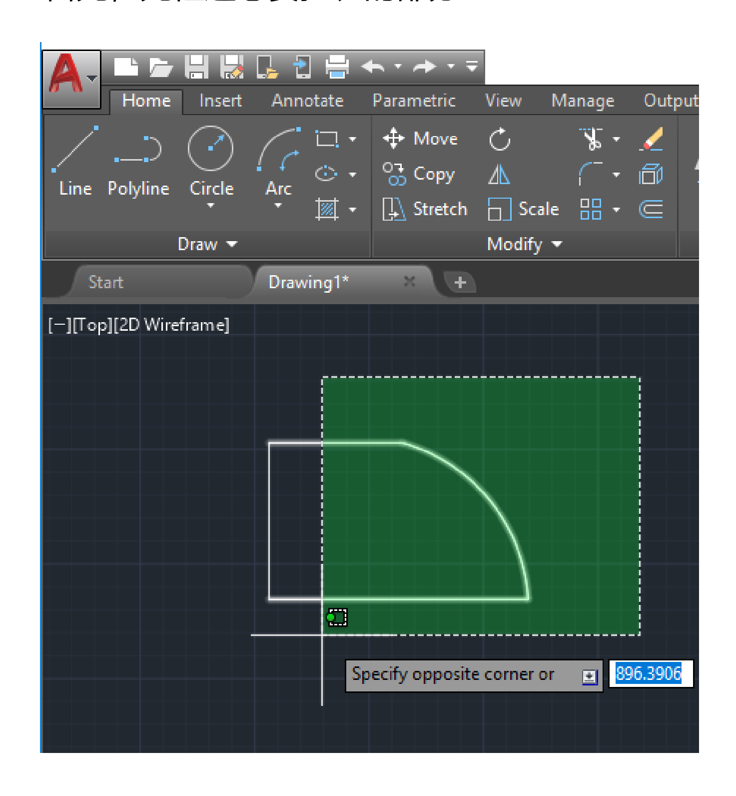


完成了 fillet

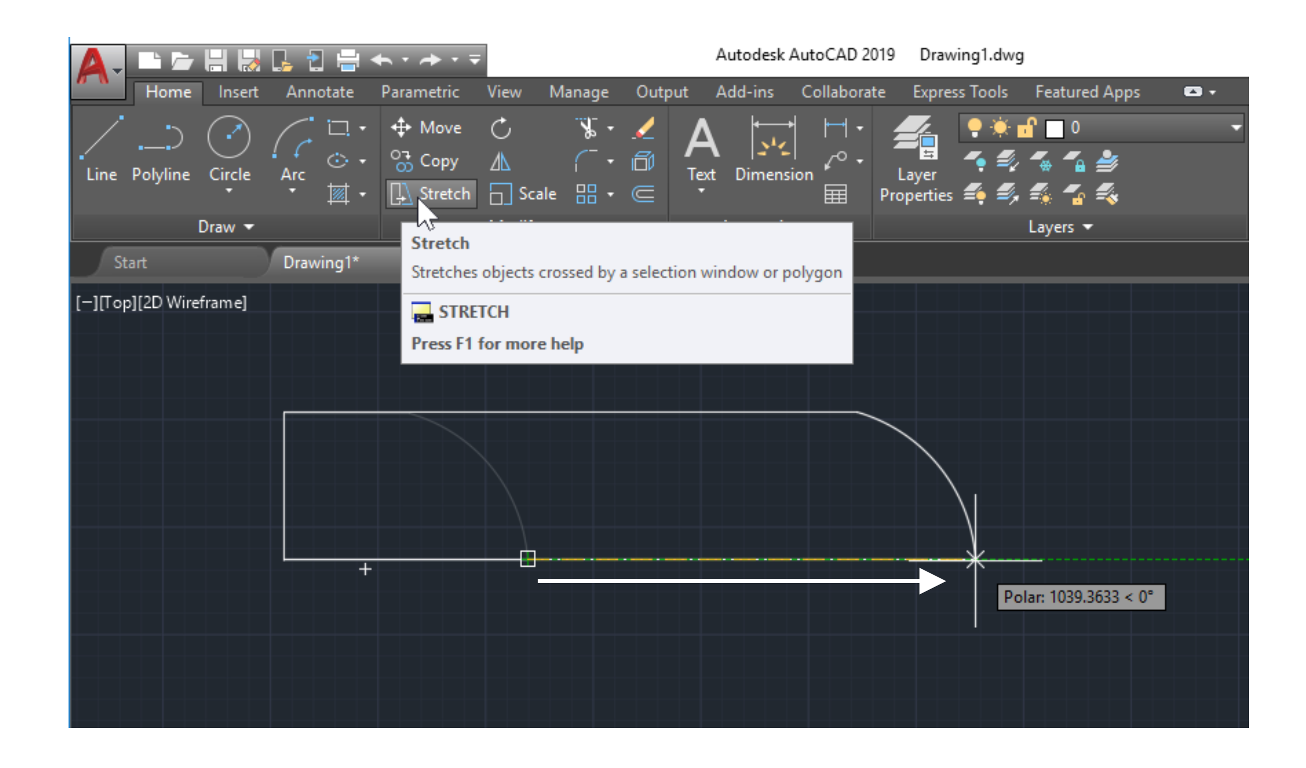


如何拉长物体

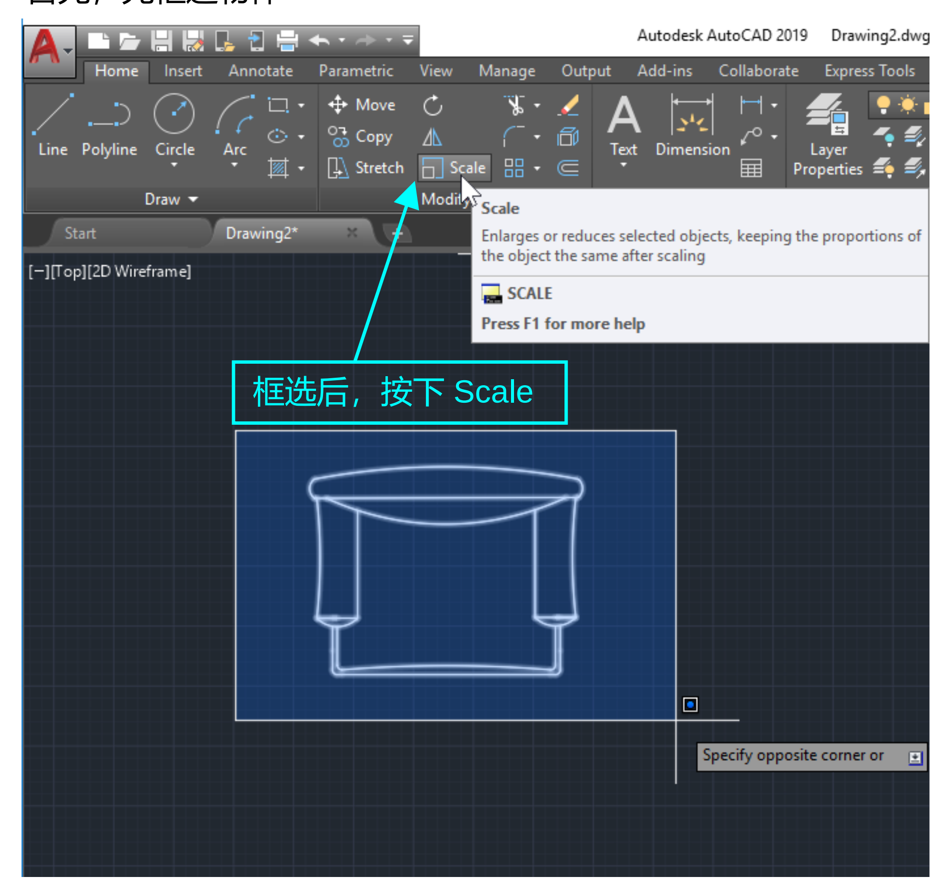
首先，先框选想要拉长的部分



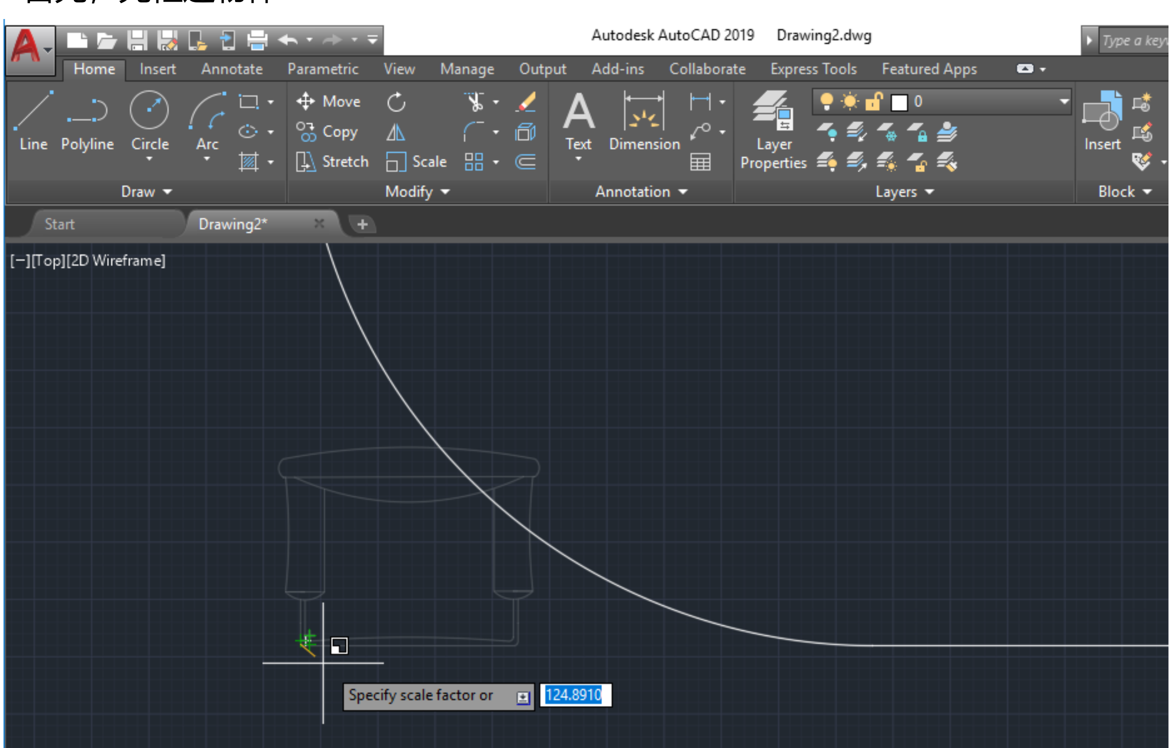
之后按下 Stretch，把物体给拉长就可以了



如何改变物体的大小
首先，先框选物体

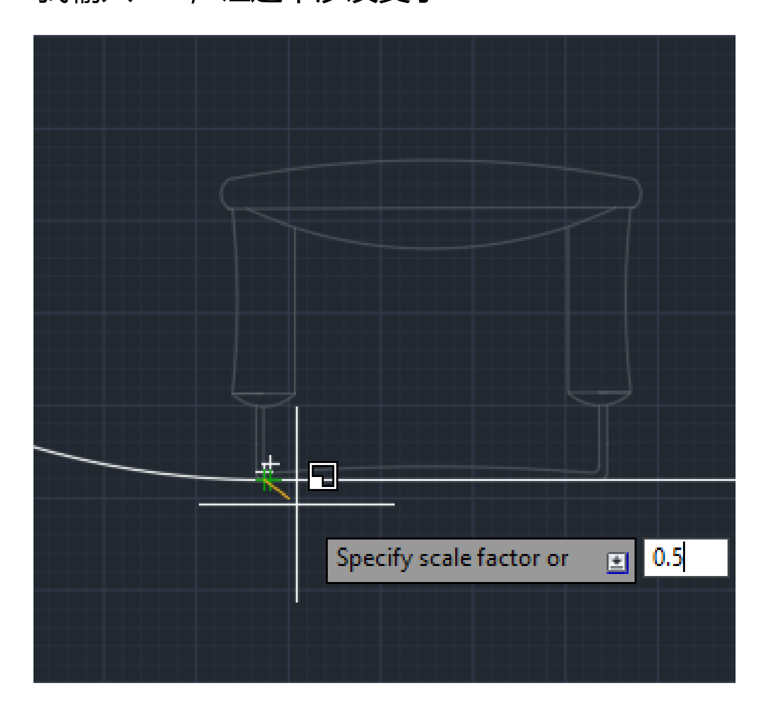


首先，先框选物体

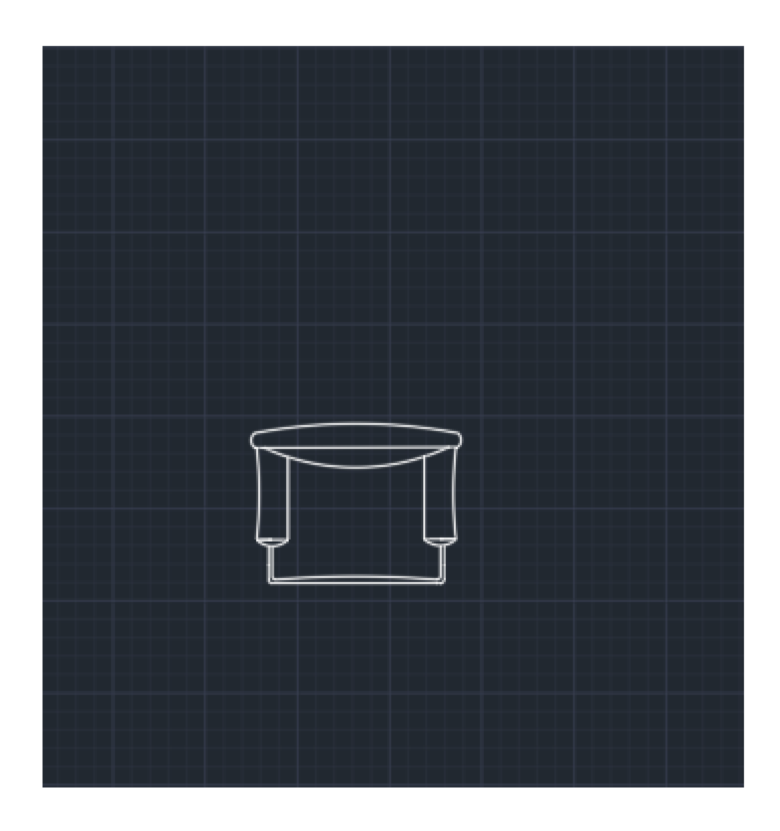


尺寸有点过大了，没关系，我们可以输入数目字来调整到想要的尺寸

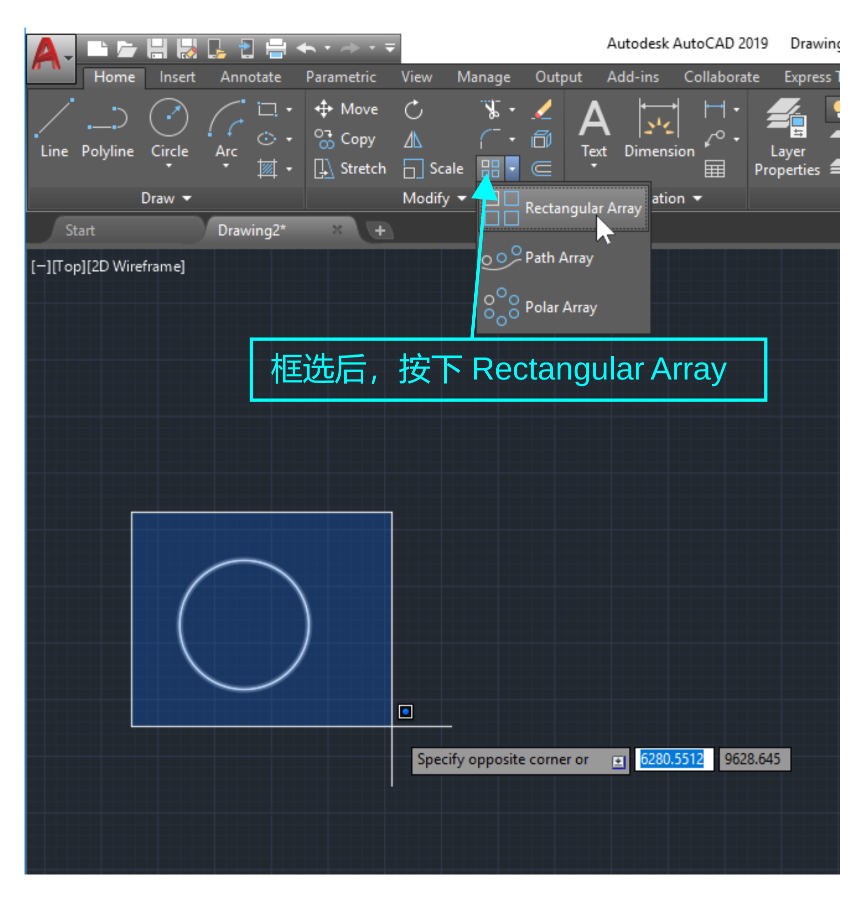
我输入 0.5，让这个沙发变小



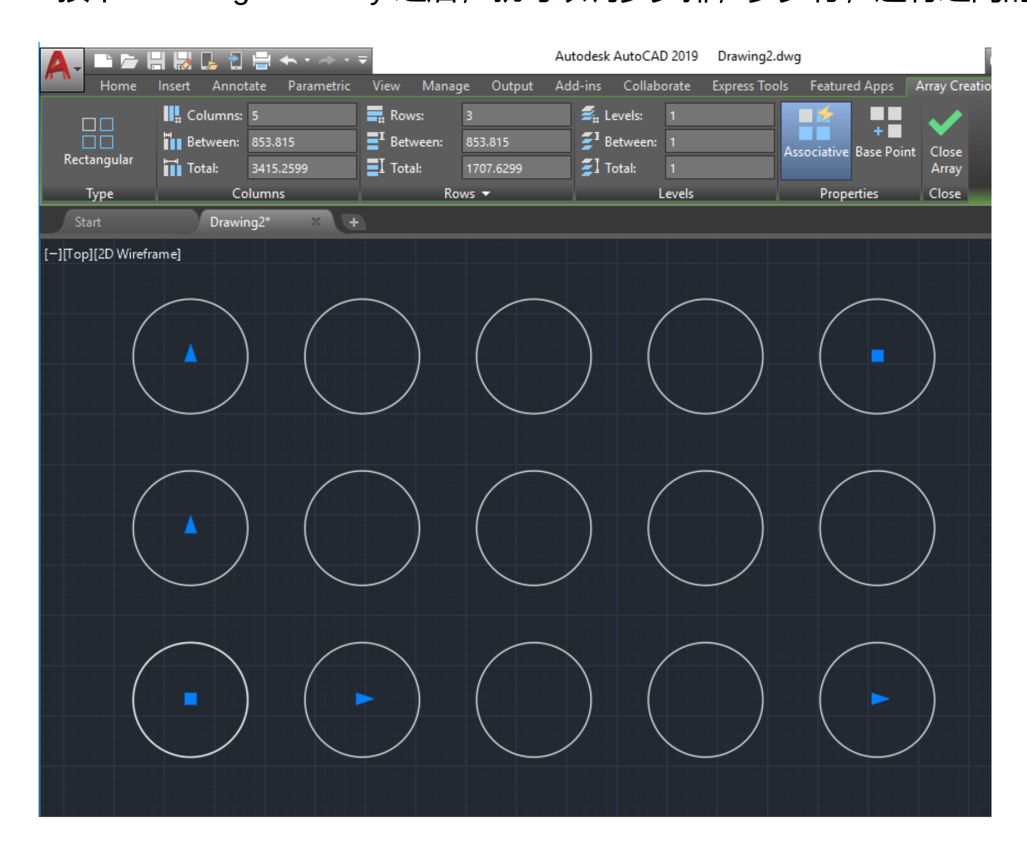
完成了



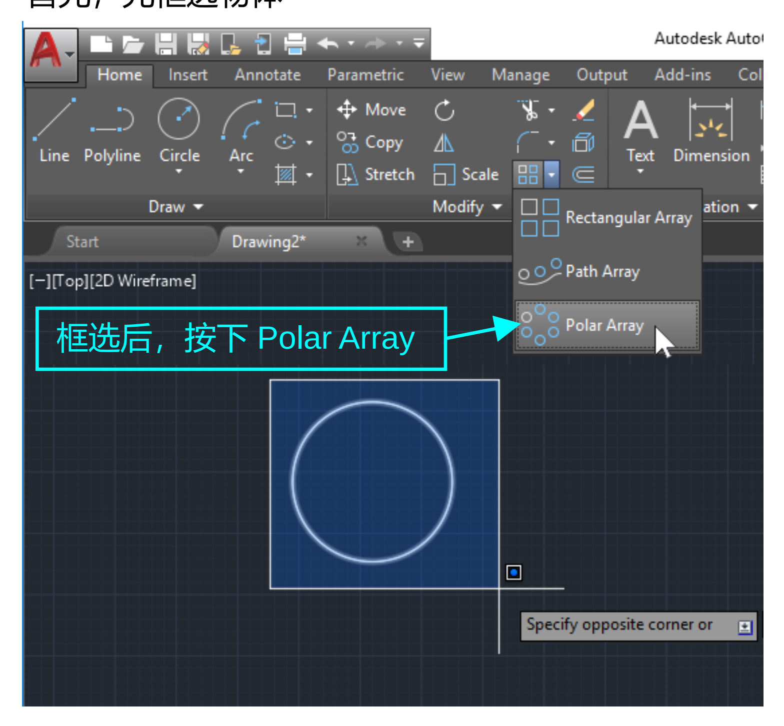
如何使用 Rectangular Array
首先，先框选物体



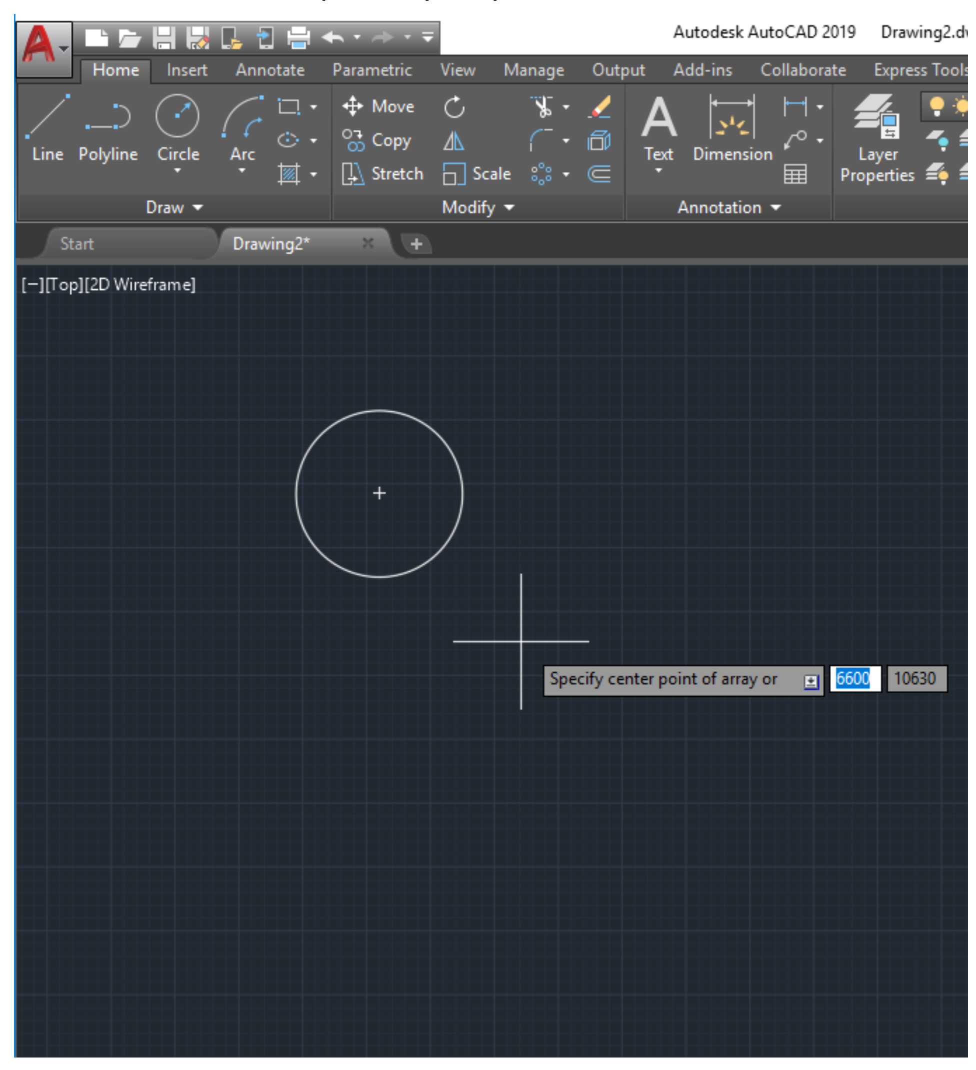
按下 Rectangular Array 之后，就可以调多少排，多少行，还有之间的距离



如何使用 Polar Array
首先，先框选物体



滑鼠左键按下中心点 (center point)



按下中心点之后，就可以调多少排，多少行，圆圈的距离和每一个之间的距离

